This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS

1. – 8. (Canceled)

9. (Original) A method for altering cloud formations in a computer game, comprising:

determining a temperature and a dew point;

generating a random number and, when the random number is within a determined probability of cloud formation based at least in part on a spread of the temperature and dew point, rendering a cloud on a display screen during a game play mode of the computer game.

10. (Currently Amended) The method of claim 9, further comprising:

generating a second random number and, when the second random number is within a determined probability of cloud dissipation based at least in part on the spread of the temperature and dew point, dissipating a rendered cloud on the display screen during a game play mode of the computer game.

11. (Currently Amended) The method of ~~claim 10~~ claim 9, further comprising repeating the determining and generating steps for each cell in a geographical grid substantially centered around a user's current position in a simulated environment of the computer game.

12. (Original) The method of claim 9, wherein determining the temperature and dew point comprises:

receiving the temperature and dew point at intervals from a database over the Internet;

altering the temperature and dew point between the intervals based at least in part on a position of a sun in the simulated environment being simulated by the computer game; and

returning the altered temperature over a predetermined period of time to the temperature and dew point received at the next interval.

13. (Original) The method of claim 12, wherein the altering step is further based at least in part on a user weather setting.

14. (Original) The method of claim 9, wherein rendering a cloud further comprises:

determining a cloud base altitude based at least in part on the spread of the temperature and dew point; and

determining a cloud type based at least in part on an atmospheric pressure.

15. (Original) The method of claim 10, wherein dissipating a rendered cloud further comprises:

gradually increasing a transparency level at edges of the cloud; and

iteratively increasing a transparency level closer to a center of the cloud as the farther out portions of the cloud fade from view due to its increased transparency level.

16. (Original) The method of claim 13, wherein the user weather setting comprises a multiplier.

17. – 26. (Canceled).

27. (New) One or more computer readable media storing computer executable instructions which, when executed, perform a method for altering cloud formations in a computer simulation, said method comprising:

determining a temperature and a dew point;

generating a random number and, when the random number is within a determined probability of cloud formation based at least in part on a spread of the temperature and dew point, rendering a cloud on a display screen during a game play mode of the computer simulation.

28. (New) The computer readable media of claim 27, the method further comprising:

generating a second random number and, when the second random number is within a determined probability of cloud dissipation based at least in part on the spread of the temperature and dew point, dissipating a rendered cloud on the display screen during a game play mode of the computer simulation.

29. (New) The computer readable media of claim 27, the method further comprising repeating the determining and generating steps for each cell in a geographical grid substantially centered around a user's current position in a simulated environment of the computer simulation.

30. (New) The computer readable media of claim 27, wherein determining the temperature and dew point comprises:

receiving the temperature and dew point at intervals from a database over the Internet;

altering the temperature and dew point between the intervals based at least in part on a position of a sun in the simulated environment being simulated by the computer simulation; and

returning the altered temperature over a predetermined period of time to the temperature and dew point received at the next interval.

31. (New) The computer readable media of claim 30, wherein the altering step is further based at least in part on a user weather setting.

32. (New) The computer readable media of claim 27, wherein rendering a cloud further comprises:

determining a cloud base altitude based at least in part on the spread of the temperature and dew point; and

determining a cloud type based at least in part on an atmospheric pressure.

33. (New) The computer readable media of claim 28, wherein dissipating a rendered cloud further comprises:

gradually increasing a transparency level at edges of the cloud; and

iteratively increasing a transparency level closer to a center of the cloud as the farther out portions of the cloud fade from view due to its increased transparency level.

34. (New) The computer readable media of claim 31, wherein the user weather setting comprises a multiplier.

35. (New) A computer system, comprising:

a processor controlling overall operation of the computer system;

memory storing computer executable instructions which, when executed by the processor, perform a method for altering cloud formations in a computer simulation, said method comprising:

determining a temperature and a dew point;

generating a random number and, when the random number is within a determined probability of cloud formation based at least in part on a spread of the temperature and dew point, rendering a cloud on a display screen during a game play mode of the computer simulation.

36. (New) The computer system of claim 35, the method further comprising:

generating a second random number and, when the second random number is within a determined probability of cloud dissipation based at least in part on the spread of the temperature and dew point, dissipating a rendered cloud on the display screen during a game play mode of the computer simulation.

37. (New) The computer system of claim 35, the method further comprising repeating the determining and generating steps for each cell in a geographical grid substantially centered around a user's current position in a simulated environment of the computer simulation.

38. (New) The computer system of claim 35, further comprising a network interface, and wherein determining the temperature and dew point further comprises:

receiving the temperature and dew point at intervals from a database over the Internet via the network interface;

altering the temperature and dew point between the intervals based at least in part on a position of a sun in the simulated environment being simulated by the computer simulation; and

returning the altered temperature over a predetermined period of time to the temperature and dew point received at the next interval.

39. (New) The computer system of claim 38, wherein the altering step is further based at least in part on a user weather setting.

40. (New) The computer system of claim 35, wherein rendering a cloud further comprises:

determining a cloud base altitude based at least in part on the spread of the temperature and dew point; and

determining a cloud type based at least in part on an atmospheric pressure.

41. (New) The computer system of claim 36, wherein dissipating a rendered cloud further comprises:

gradually increasing a transparency level at edges of the cloud; and

iteratively increasing a transparency level closer to a center of the cloud as the farther out portions of the cloud fade from view due to its increased transparency level.

42. (New) The computer system of claim 31, wherein the user weather setting comprises a multiplier.